

# Project Development Manual

**Project Title:** Snack Squad – Customizable Snack Ordering and Delivery App

**Use Case:**

Build a mobile application that allows users to browse snacks, add them to a cart, customize options, place orders with multiple payment methods, track delivery in real-time, and rate their experience. Intended for users planning movie nights, parties, or quick snack runs.

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## Milestone 1: Project Initiation and Planning

### Objectives

- Define project scope and deliverables.
- Identify roles and responsibilities.
- Create a development roadmap with timelines.
- Set up communication and collaboration methods.

### Subtopics

#### 1. Defining Project Scope and Objectives

- *Purpose:* Develop a user-friendly Android app for personalized snack ordering and delivery.
- *Key Goals:*
  - Secure user registration and login
  - Snack catalog browsing with images and prices
  - Cart management with real-time totals
  - Customization of snack options (flavor, size, packaging)
  - Multiple payment methods and order tracking
  - Delivery scheduling and feedback collection

#### 2. Stakeholder Identification and Roles

- *Stakeholders:*
  - End users (snack shoppers, event hosts)
  - Developer(s)
  - Testers

- *Roles:*
  - Front-end developer – UI screens, catalog, cart
  - Back-end integrator – order logic, payment handling
  - QA/test analyst – flow testing and bug reporting

### 3. Project Plan Development

- Phases: UI design → Catalog → Cart & Checkout → Payment → Order Tracking → Feedback
- Tasks tracked on Trello/Kanban board with weekly milestones.

### 4. Communication Plan

- Tools: GitHub (code), WhatsApp or Discord (daily check-ins), Google Docs (documentation)
- Weekly status meetings for progress review and blocker resolution.

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## Milestone 2: Data Handling and Core App Features

### Objectives

- Build snack catalog data model.
- Implement cart logic and customization.
- Manage delivery options and order creation.

### Subtopics

#### 1. Snack Data and Catalog

- Data stored locally (JSON) in first release.
- Each snack: name, price, image, category.

#### 2. Cart & Customization

- Add/remove items, adjust quantity, select flavor/size.
- Real-time total price calculation.

#### 3. Delivery Options

- Standard, Express, and Scheduled delivery stored per order.
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## **Milestone 3: Payment, Order Tracking and Feedback**

### **Objectives**

- Support multiple payment methods.
- Provide order success screen and tracking.
- Collect feedback and ratings.

### **Subtopics**

#### **1. Payment Integration**

- Credit/Debit Card, UPI, and Cash on Delivery.
- Local validation and simulated processing.

#### **2. Order Tracking**

- Status progression: Confirmed → Preparing → Out for Delivery → Delivered.
- Simulated updates for demo.

#### **3. Feedback and Ratings**

- Star rating and comment box after delivery.
  - Data stored locally for demonstration.
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## **Milestone 4: Testing, Deployment, and Finalization**

### **Objectives**

- Validate all app functions.
- Generate APK for demonstration.
- Document maintenance and future improvements.

### **Subtopics**

#### **1. Testing and Quality Assurance**

- Manual test cases for registration, cart, payment, tracking, feedback.
- Bug fixes based on test results.

#### **2. Deployment Strategy**

- APK built via Android Studio (debug build for project submission).
- Optionally share via GitHub Releases or cloud drive.

### 3. Maintenance and Future Work

- Possible upgrades: push notifications, live map tracking, Firebase backend, promotional coupons.
- Version history and roadmap documented in README.md.

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### References

- [Android Developer Guide](#)
- [Material Design Guidelines](#)
- [Firebase Documentation](#)